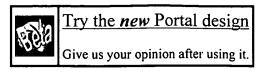


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Horus: a flexible group communication system 94% Robbert van Renesse , Kenneth P. Birman , Silvano Maffeis Communications of the ACM April 1996 Volume 39 Issue 4						
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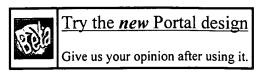
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1 4	Highly efficient and encapsulated re-use of synchronization code in concurrent object-oriented languages Satoshi Matsuoka , Kenjiro Taura , Akinori Yonezawa ACM SIGPLAN Notices , Proceedings of the eighth annual conference on Object-oriented programming systems, languages, and applications October 1993 Volume 28 Issue 10	99%				
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	Synchronization and communication in the T3E multiprocessor Steven L. Scott Proceedings of the seventh international conference on Architectural support for programming languages and operating systems September 1996 Volume 31, 30 Issue 9, 5 This paper describes the synchronization and communication primitives of the Cray T3E multiprocessor, a shared memory system scalable to 2048 processors. We discuss what we have learned from the T3D project (the predecessor to the T3E) and the	91% ≣				

rationale behind changes made for the T3E. We include performance measurements for various aspects of communication and synchronization. The T3E augments the memory interface of the DEC 21164 microprocessor with a large set of explicitly-managed,

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5 A theory of clock synchronization (extended abstract)

90%

Boaz Patt-Shamir , Sergio Rajsbaum

Proceedings of the twenty-sixth annual ACM symposium on Theory of computing May 1994

6 Supporting sets of arbitrary connections on iWarp through

52%

an communication context switches

Anja Feldmann, Thomas M. Stricker, Thomas E. Warfel

Proceedings of the fifth annual ACM symposium on Parallel algorithms and

architectures August 1993

ARMI: an adaptive, platform independent communication library

31%

Steven Saunders , Lawrence Rauchwerger

ACM SIGPLAN Notices, Proceedings of the ninth ACM SIGPLAN symposium on Principles and practice of parallel programming June 2003

Volume 38 Issue 10

ARMI is a communication library that provides a framework for expressing fine-grain parallelism and mapping it to a particular machine using shared-memory and message passing library calls. The library is an advanced implementation of the RMI protocol and handles low-level details such as scheduling incoming communication and aggregating outgoing communication to coarsen parallelism when necessary. These details can be tuned for different platforms to allow user codes to achieve the highest perf ...

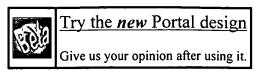
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Middleware: DVB-MHP/Java TV <sup>™</sup> data transport mechanisms  John Jones  Proceedings of the Fortieth International Conference on Tools Pacific: Object for internet, mobile and embedded applications - Volume 10 February 2002  With the advent of digital television, more specifically interactive television, the emergence and adoption of the Java <sup>™</sup> DVB-MHP standards here in Australia providevelopers with a range of new technologies and issues. An appreciation of broadd technologies, in particular MPEG-2 and the Object Carousel are required to understand the facilities and constraints of this new Java <sup>™</sup> technology environment. This paper covers the embedded Java <sup>™</sup> technology APIs related to tentire	des cast					
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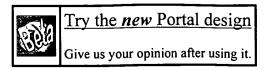


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1 Profile-directed optimization of event-based programs

91%

Mohan Rajagopalan , Saumya K. Debray , Matti A. Hiltunen , Richard D. Schlichting ACM SIGPLAN Notices, Proceedings of the ACM SIGPLAN 2002 Conference on Programming language design and implementation May 2002 Volume 37 Issue 5

Events are used as a fundamental abstraction in programs ranging from graphical user interfaces (GUIs) to systems for building customized network protocols. While providing a flexible structuring and execution paradigm, events have the potentially serious drawback of extra execution overhead due to the indirection between modules that raise events and those that handle them. This paper describes an approach to addressing this issue using static optimization techniques. This approach, which

2 Locating application data across service discovery domains

53%

Paul Castro, Benjamin Greenstein, Richard Muntz, Parviz Kermani, Chatschik Bisdikian, Maria Papadopouli

Proceedings of the 7th annual international conference on Mobile computing and networking July 2001

The bulk of proposed pervasive computing devices such as PDAs and cellular telephones operate as thin clients within a larger infrastructure. To access services within their local environment, these devices participate in a service discovery protocol which involves a master directory that registers all services available in the local environment. These directories typically are isolated from each other. Devices that move across service discovery domains have no access to information outside t ...

3 Thread-specific heaps for multi-threaded programs

33%

Bjarne Steensgaard

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explo ...

ACM SIGPLAN Notices, Proceedings of the second international symposium on Memory management October 2000

g e cf

#### Volume 36 Issue 1

Garbage collection for a multi-threaded program typically involves either stopping all threads while doing the collection or involves copious amounts of synchronization between threads. However, a lot of data is only ever visible to a single thread, and such data should ideally be collected without involving other threads.

Given an escape analysis, a memory management system may allocate thread-specific data in thread-specific heaps and allocate shared data in a shared heap. Garbage c ...

4 A framework for call graph construction algorithms

31%

David Grove , Craig Chambers

**ACM Transactions on Programming Languages and Systems (TOPLAS)** November 2001

Volume 23 Issue 6

A large number of call graph construction algorithms for object-oriented and functional languages have been proposed, each embodying different tradeoffs between analysis cost and call graph precision. In this article we present a unifying framework for understanding call graph construction algorithms and an empirical comparison of a representative set of algorithms. We first present a general parameterized algorithm that encompasses many well-known and novel call graph construction algorithms. W ...

5 Objects in large distributed applications (OLDA-II)

13%

Peter Dickman

ACM SIGPLAN OOPS Messenger, Addendum to the proceedings on Objectoriented programming systems, languages, and applications (Addendum) December 1992 Volume 4 Issue 2

6 Distributed schedule management in the Tiger video fileserver

10%

William J. Bolosky , Robert P. Fitzgerald , John R. Douceur

ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles October 1997 Volume 31 Issue 5

7 Decoupling synchronization and data transfer in message passing

0%

systems of parallel computers

T. Stricker , J. Stichnoth , D. O'Hallaron , S. Hinrichs , T. Gross

Proceedings of the 9th international conference on Supercomputing July 1995

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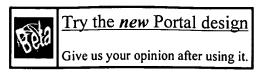
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100% 1 Distributed parallel data storage systems: a scalable approach to high বী speed image servers

Brian Tierney, Jason Lee, Ling Tony Chen, Hanan Herzog, Gary Hoo, Guojun Jin, William E. Johnston

Proceedings of the second ACM international conference on Multimedia October 1994

We have designed, built, and analyzed a distributed parallel storage system that will supply image streams fast enough to permit multi-user, "real-time", video-like applications in a wide-area ATM network-based Internet environment. We have based the implementation on user-level code in order to secure portability; we have characterized the performance bottlenecks arising from operating system and hardware issues, and based on this have optimized our design to make the best use ...

2 A hierarchical controller for concurrent accessing of distributed databases

100%

Mohamed G. Gouda

Proceedings of the fourth workshop on Computer architecture for non-numeric processing August 1978

An access controller for a distributed database is a (central or distributed) structure which routes access requests to the different components of the database. Such a controller is also supposed to resolve the conflicts between concurrent requests, if any, such that deadlock situations never arise. In this paper, some architectures for distributed access controllers of distributed databases are investigated. In particular, three controllers with hierarchical architectures are c ...

3 Efficient multicast stream authentication using erasure codes

100%

Jung Min Park , Edwin K. P. Chong , Howard Jay Siegel

ACM Transactions on Information and System Security (TISSEC) May 2003

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Volume 6 Issue 2

We describe a novel method for authenticating multicast packets that is robust against packet loss. Our focus is to minimize the size of the communication overhead required to authenticate the packets. Our approach is to encode the hash values and the signatures with Rabin's Information Dispersal Algorithm (IDA) to construct an authentication scheme that amortizes a single signature operation over multiple packets. This strategy is especially efficient in terms of space overhead, because just th ...

4 Session 21: computer-communication interaction: Using high speed networks to enable distributed parallel image server systems

100%

100%

Brian L. Tierney , William E. Johnston , Hanan Herzog , Gary Hoo , Guojun Jin , Jason Lee , Ling Tony Chen , Doron Rotem

**Proceedings of the 1994 ACM/IEEE conference on Supercomputing** November 1994

We describe the design and implementation of a distributed parallel storage system that uses high-speed ATM networks as a key element of the architecture. Other elements include a collection of network-based disk block servers, and an associated name server that provides some file system functionality. The implementation is based on user level software that runs on UNIX workstations. Both the architecture and the implementation are intended to provide for easy and economical scalability. This ap ...

**5** General applications: Complex and interconnected systems: optimistic

parallel simulation of a large-scale view storage system
Garrett Yaun, Christopher D. Carothers, Sibel Adali, David Spooner

Proceedings of the 33nd conference on Winter simulation December 2001

In this paper we present the design and implementation of a complex view storage system model that is suitable for execution on a optimistic parallel simulation engine. What is unique over other optimistic systems is that reverse computation as opposed to state-saving is used to support the rollback mechanism. In this model, a hierarchy of view storage servers are connected to an array of client-side local disks. The term view refers to the output or result of a query made on the part of ...

6 A reliable multicast framework for light-weight sessions and application 100% level framing

Sally Floyd , Van Jacobson , Ching-Gung Liu , Steven McCanne , Lixia Zhang IEEE/ACM Transactions on Networking (TON) December 1997 Volume 5 Issue 6

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